ROCK HARD BOOK OF TIPS

FREE WITH

COMPUTER AND
CVG
VIDEO GAMES

MEGADRIVE
SNES
AMIGA
PC
MASTER SYSTEM
NES

THE

COMPUTER AND VIDEO GAMES

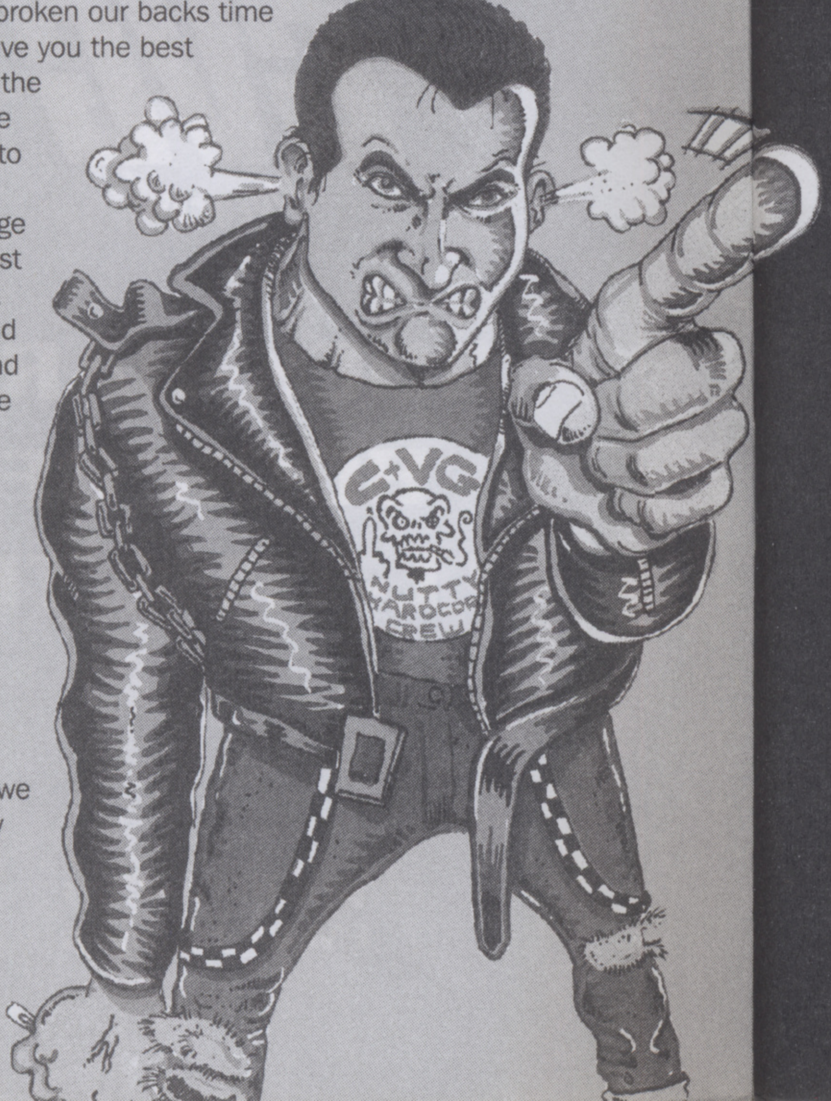
CVG

ROCK-HARD BOOK OF ALL-TIME TIPS

published by
EMAP Images

Steve Says...

We know, we know! We can hardly believe it ourselves! We've broken our backs time and time again to give you the best games magazine in the world and now we've worked ourselves into the ground with a WHOPPING 100-page book of the sneakiest and most downright breathtaking tips and cheats you could find on the planet. We've got solutions, hints, codes and passwords covering nearly 100 games on Megadrive, SNES, PC, Amiga, Master System and NES. What can we do to top this monster? Just wait and see. Whatever we do it'll be absolutely FREE!



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B

BACK TO THE FUTURE II

To advance to the next stage at any time during the game, pause it and press UP and A at the same time, followed by DOWN and A, then LEFT and A and RIGHT and A.

BULLS VS LAKERS

Avoid the hassle of playing qualifying matches by using these codes to take yourself straight to the final with only one match to win.

Bulls 3 v Suns 1:
KXOVPBBB

Lakers 3 v Pistons 1:
NLOWFBBL

Blazers 3 v Celtics 0:
DBOBPBBC

Utah Jazz 3 v Bucks 0:
WVOB5BBB

Bucks 3 v Blazers 0:
CDOBFBBB

Celtics 3 v Lakers 1:
DNOZPBBB

Rockets 3 v 76ers 0:
12OBFBBB

Spurs 3 v Hawks 0:
IGOBFBBB

Hawks 3 v Lakers 0:
T4OBFBBB

Knicks 3 v Lakers 0:
TFOBKBBB

Suns 3 v Bulls 1:
2ZOV5BBB

Super-sonics 3 v Celtics 0: GQOBKBBJ

Pacers 3 v Blazers 0:
POOBFBBB

Warriors 3 v Hawks 1:
O60V5BBB

76ers 3 v Lakers 1:
J80V5BBB

Pistons 3 v Jazz 0:
ISOV5BBB

C

CORPORATION

Although it helps if you make maps, here's a quick guide to completing the game.

1 Update your access card on level five and take the lift to level four.

2 Update your access again on level four.

3 Take the lift back to level five.

4 Take down the password in the lift and reset the game.

5 When the game starts, enter the password and repeat the process. You can keep doing this and update your access card to allow you to go anywhere.

6 Go to level three and pick up the embryo.

7 All you need to do now is to get to the car park to complete the game.

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL

Why make a miserable exit in the play-offs when you can make an equally dismal departure in the finals? Simply enter UAR123YIF to take part in the tournament final as LA against Detroit.

To make scoring easier, select LA as your team and pass to Bullseye Bond as soon as possible. When he's got the ball, run him to the edge of the three-point box and then shoot. He'll sink the ball almost every time.

DESERT STRIKE

Give your aerial antics a new lease of life – 10 new ones in fact. Enter the code BQQQAEZ to start the game with 10 spare choppers! Now pay attention, here's how to complete the missions.

CAMPAIGN ONE

This is covered in the manual, but there's a few things that can be added.

Mission 1-2
Although you're ordered to just take out the power station, shoot the pylons as well – this causes the enemy even more grief and gives you a bigger score.

Mission 1-3
APHIDs appear when you destroy the last hangar, so have some Hydras on hand to deal with them.

Mission 1-4

Although there are two command centres, you only need to destroy the southern-most one to complete the mission. The fast winch can be found in the top corner of the lower square made by the roads in the town.

CAMPAIGN TWO

Mission 2-2

Keep an eye out for flashes coming from buildings around the town. These are MIAs trying to signal you. Shoot the buildings carefully with your cannon then pick up the MIAs.

Mission 2-4

There's extra fuel under a rock to the north west of the chemical plant.

Mission 2-6

Before you attempt to rescue any POWs you should take out the perimeter defences, especially the guard towers. Use Hydras for this.

CAMPAIGN THREE

TV Crew

It's best to enter the cities from the south west, taking out the defences on the way. The TV Crew are at the centre of the largest city. Collect them and destroy their van. There are loads of supplies to be had under the western-most buildings.

Mission 3-1

While you're rescuing the UN team, pick up the MIAs who are hiding in nearby buildings.

Mission 3-2

Don't miss the tanker on the western side of the factory. Take out the AAA defences first and don't forget to pick up the scientists.

Mission 3-3

The most economical way to destroy the silos is by using 17 cannon shots and five Hydras. Shoot whatever's left with your cannons.

Mission 3-4

The rule here is don't hang around. Go for fast sweeps. In your first attack, let off six Hydras at one boat, leave them behind, turn around, come back and finish the job off. Don't forget the pilots.

Mission 3-6

Go in slowly so you can destroy enemy vehicles as you see them. Use two Hellfires to kill the chopper and Hydras on the boats. Shoot the right side of the yacht with your cannon. Collect the hostages in groups of six.

Mission 3-7

Take out the radar sites to the south of the command centre first, as this will make the guns less accurate. The guy you're after is in the building with the flag outside. Destroy the building and pick him up.

Mission 3-8

There are three helicopters hovering around the city – take these out first! Blow up all the other defences and land on the X. Escorting the bus is fairly tricky as it only moves when you're on screen. Fly just ahead of it and shoot everything that appears. When it reaches its destination, don't forget to pick up your co-pilot.

CAMPAIGN FOUR

There are loads of ammo crates in the north west of the map. You will need to collect these later in the missions, but only come here in dire emergencies as ammo is scarce elsewhere.

Mission 4-1

The oil fields are dangerous areas, mainly because they harbour three ZSUs each. If you're running low on ammo, it's possible to trick the ZSUs into shooting the tanks themselves. There's a fast winch at the centre of the northern oil field.

Mission 4-4

You can tell the missile-carrying trucks by looking at their backs. There are also two extra lives hidden under the buildings.

Mission 4-5

Once more, you need to deal with the radar sites first. There's one to the south of the factory and another one near the landing zone.

Mission 4-7

Destroy the buildings to find an extra life. When you've destroyed the palace, land on the pad.

Mission 4-8

Grab all the ammo you can then head for the bomber. Let loose on it with everything you have. There are plenty of additional ammo crates lying around so you shouldn't run out of missiles.

DEVILISH

To grab a rather useful 99 balls, wait for the title screen to appear and press START. Follow that by holding down A, C and LEFT, then press START.

When you've chosen the number of players, you should find yourself with 99 balls (yikes).

DONALD DUCK

This is a pretty straightforward game, with the bosses providing the biggest challenge.

DRACULA

Stock up on popcorn and when Drac opens his cape let rip. You should be able to take out the bats as well as deal the fanged one a decent blow.

THE TIGER

Before you fight the Tiger boss you have to negotiate your way through the maze. Here's how do it.

Room 1: Drop down the left side of the screen and go through the second door.

Room 5: Go through the first door, which is above the chicken.

Room 4: Climb up the right wall and go through the first door.

Room 2: Head left, jump over the first door, climb the wall and go through the first door you find.

Room 6: Keep going right until you reach the passage. Halfway along is a gap; jump through it to find the door which leads to the Tiger. To destroy the Tiger, fire a plunger at the wall opposite him, jump onto it and then fire a plunger at the Tiger when he leaps. If he goes to one of the top platforms, stand underneath him so he can't hit you.

BIG BAD PETE

Stand on the right-hand platform, jump and fire a plunger at Pete's head. Slide across to the other side of the screen. When Pete comes for you, slide back to the right of the screen and repeat the process.

VIKING GHOST

Fire a plunger at the Viking's head just as he's about to throw an axe. When his head slides towards you, jump up and fire on the way down to catch him again. Keep doing this to beat him.

THE SWORDSMAN

Shoot a plunger at the wall and stand on it to avoid the rocks. Hit the swordsman and dash to the other side of the screen while he's picking up his sword. Repeat this to beat him.

ECCO

For those of you who keep drowning your dolphin and can't get to the late stages of the game, here are a few handy codes.

TROPICAL STAGE

The Vents:
GOWLACCF

The Lagoon:
MBNAQYCQ

Ridge Water:
JFMBWIAF

Open Ocean:
OBSMWIAX

ARCTIC STAGE

Ice Zone:
WIRMOFBB

Hard Water:
TRZIOFBL

Cold Water:
TPHFOFBO

TROPICAL STAGE

Island Zone:
BDTILFBW

Deep Water:
UWFQLFBC

ATLANTIS STAGE

Marble Stage:
XEOUNFBC

The Library:
WMZXNFBX

Deep City:
KGUPNFBS

City Of Forever:
KVBBOFBB

PREHISTORIC SECTION

Jurassic Beach:
QUYARCBC

Pteranodon Pond:
QWSERCBC

Origin Beach:
TSPIRCBC

Trilobite Circle:
ATHNRCBH

Dark Water:
USCRRCBZ

ESWAT

To activate the level select, insert the Eswat cartridge, switch the Megadrive on, then remove the cartridge without switching it off. Put the cartridge back in, then press RESET and START when the information screen for level one appears. Now hold down LEFT and A, B and C and numbers should appear. You can now select your starting level by pressing UP or DOWN then hitting start.

EUROPEAN CLUB SOCCER

There are a number of good tips and bugs which make attacking and defending much easier in this game. If you're ahead in the second half of the game and win a free-kick or a throw-in, put down your joypad and wait for the clock to run out to score an easy victory. If you win a throw-in near to your opponent's goal, aim between the goalie and the nearest post.

Nine times out of ten the ball will land in the back of the net. To get to the ball first on an opposing throw-in stand your player next to the keeper. When an opposing player goes for a sliding tackle, forget the ball and run over his legs. Most of the time you'll win a free kick and get that player booked or sent off. An easy way to score penalties during a match is to press C followed by LEFT or RIGHT. If a game goes to a penalty shoot-out, take the first three by pressing B, C for the fourth and B again for the fifth.

G

GAIARES

For utter invincibility in this shoot-'em-up, pause the game and hold down A and C then press LEFT. Unpause the game without letting go of the buttons to activate the cheat. You'll need to repeat this process at the end of each level for it to carry on to the next stage. To power up your ship with the T-Braster, shoot the Toz off six times before capturing an alien.

GHOULS AND GHOSTS

When the title screen appears, press A four times followed by UP, DOWN, LEFT and RIGHT. You should hear a tune play. Now you can try these combinations:

B and START:
Invincibility

UP, A and START:
Starts you midway through level two

RIGHT, A and START:
Takes you to level five

RIGHT/DOWN, A and START:
Takes you to Loki, the final boss

DOWN, A and START:
Starts on level three

LEFT, A and START:
Begins halfway through level three

The invincibility cheat can be used with the others, so LEFT, B, A and START will start you midway through level three with full invincibility.

GOLDEN AXE 2

The end result of this rather complex cheat is a level select mode, so pay attention. When the intro starts, hold down A, B, C and press START. Keep holding A but release B and C. With A still held down, press B and C again to get to the option screen. Still holding A, highlight exit and press B and C to return to the main menu. Don't let go of A yet. Press B and C to select the number of players. Now, keeping all three buttons held down, press

START. Highlight your character (without letting go of the buttons) and push UP and START. By keeping A and C held down, you should now be able to select your start level.

GREEN DOG

If you're bummed out by this radical Sega game, here's a way to make life easier with infinite continues. All you have to do is get to the caverns on the first level, and pass the first gargoyle by chucking your frisbee at its mouth. The next step is to enter the now accessible room, jump over the gaps, onto the spring and land on the platform on the left. You should find a treasure chest containing an extra life and a continue. All you have to do is to kill the Dog and keep coming back again and again. There are also two secret chambers just before the boss in Curacao. Go to the far left and jump through the wall to find a continue. Leaping through the far right wall yields a superdisc and an extra life.

GYNOUG

If this game is too tough for you, there's a secret, easy level which is much simpler. To access it, you need to highlight the difficulty setting and press A, B, C and START together. For infinite credits hold down A, C and LEFT on the game over screen. Finally, to get the level select screen, go to the controls option and hold down A for 15 seconds.

H

HARD DRIVIN'

To make other vehicles appear on the practice track, set the game to practice mode, then hit B, C and START – you will begin the game with rival vehicles in the practice game.

HELLFIRE

This cheat requires precision timing to activate it, but the game's so hard that it's definitely worth the effort. First you need to get to the end of the first level and destroy the boss.

Just as the last part of the sprite disappears off the screen, fire several Hellfires. As you launch the second one, the screen should flash yellow.

You should now be invincible, and you'll stay that way providing you don't use another Hellfire. The downside to this cheat is that you can't pick up any power-ups once it's been activated, so you'd better make sure that you collect as many as possible beforehand.

I

THE IMMORTAL

There are only eight levels in this game, but from the second one on, things become really tough. If you're stuck, try these codes to see later parts of the game.

Level Two:
757FC10006F70

Level Three:
6E1EC210000E10

Level Four:
D9BE53101EB0

Level Five:
B57F9430000EB0

Level Six:
563FF53010A41

Level Seven:
C250F63010AC1

Level Eight:
E011F73017BC1

By far the hardest part of the game is defeating Mordamir and the dragon on level eight, so here's how to do just that.

Select the blink spell straight away. When the dragon pulls his head back, it means he's about to incinerate you, so use a blink spell at this point. You have to do this six times, then select the fire protection spell.

This time, the dragon's head goes back twice. You must use the spell just as he breathes the fire, as it only lasts for three seconds. When you've survived that, hold up the amulet, but don't read the runes. When Mordamir has finished talking, select the statue spell. The second that Mordamir's lightning spell vanishes off the top of the screen, you should cast the statue spell. He fires three bolts of lightning in all, and as soon as you've survived the last one, select and cast the sonic protection spell.

Now re-select the statue spell to protect yourself from the next two lightning bolts and the grim reaper. When Mordamir nicks the amulet, cast the magnetic hands spell to get it back.

INSECTOR X

For unlimited continues in this game, wait for the message "Press Start Button To Continue" to appear on the game over screen and press DOWN, UP, Left and C.

JENNIFER CAPRIATI TENNIS

If the basic game is too easy for you, there's an alternative circuit that you can play. Use this password to enter a tournament against 24 rock-hard and extremely testing opponents.

GRA ND. SLA M.. ...
... ...
... ...

To give yourself a helping hand on this circuit, use this code to generate a super-player.

I.(heart symbol) .CA PRI ATI ...
... ...
... ...

JOE MONTANA '93

You can skip the preliminary rounds and head straight to the Segabowl. Obviously there's not enough room to print every possible code to cover every combination of teams, so these are for New York against a good smattering of foes.

VS DETROIT:
X25DCBBBBD

VS PHOENIX:
X25FFBBBBD

VS DALLAS:
X25GKBBBBD

VS PHILADELPHIA:
X25MTBBBBD

VS WASHINGTON:
X25J?BBBBD

VS SAN DIEGO:
X25K?GBBBD

VS MINNESOTA:
X25L?GBBBD

VS PHOENIX:
X25M?KBBBD

VS LA RAMS:
X25N?TBBBD

VS SEATTLE:
X25P??BBBD

VS SAN FRANCISCO:
X25Q??CBBD

VS DENVER:
X24S??KBBD

VS DALLAS:
X25T??TBBD

KID CHAMELEON

Here's a neat way to get to the last boss in this cute platform romp, just by completing level two. Jump onto the block above the flag at the end of the level. Hold down B, C and DOWN/RIGHT and you should find yourself transported to the lair of Plethora, the final guardian.

KRUSTY'S FUN HOUSE

Listed below are some Krusty codes that no Simpsons fan could possibly fail to recognise.

Level 2:
WHOAMAMA

Level 3:
FLANDERS

Level 4:
BROCKMAN

Level 5:
SIDESHOW

LAKERS VS CELTICS

If your basketball leaves much to be desired, this handy hint will help you along and put you in a league of your own.

To score at virtually every attempt, you must choose either the Suns or All-Stars in order to have Tom included in your team. Make sure that you get the ball to him as soon as you possibly can during a match, then position him just outside the halfway point of the left-hand three-point line. Shoot from there and you'll find that the ball will go through the hoop almost every time.

LOTUS TURBO CHALLENGE

Skip all the boring early levels and get straight to where the action is.

Race 2:
SLEEPER

Race 3:
HERBERT

Race 4:
BUSINESS

Race 5:
APPLEPIE

Race 6:
STANDISH

Race 7:
MALLOW

Race 8:
TEA CUP

Or use the code MANSELL to advance to the next track.

M

MICKEY MOUSE: CASTLE OF ILLUSION

Beating the bosses can be a tricky business in this game if you don't know what to do. So read on and make life much easier for yourself.

Level One

Stay in the bottom-left corner of the screen and jump over the log when it comes towards you. It will then hit a tree and as a result some acorns will fall towards the ground. Avoid them, then shoot or jump on the log. Repeat this to beat it.

Level Two

Collect as many balls as possible during the level to make beating this boss a whole lot easier.

Duck when the clown stretches his arms, then jump up and lob a fire ball at its head when the springs land. If you run short on apples, you can use the springs to jump on the clown's head.

Level Three

When the skull starts moving up, place Mickey three quarters of the way across the screen. Throw balls at the creatures to get rid of them. When you've done that, you've finished the screen. See? It's easy when you know how!

Level Four

The safest place to stand at the beginning of this level is on the platform in the centre of the screen. Start chucking balls at the dragon's head as soon as it appears. If you run out, you're going to have to use bottom bombs, but it's a lot tougher this way.

Level Five

Strut up to this guy and the second he grits his teeth you can either jump backwards, chuck a candle at him or bottom bomb his head – the choice is yours!

Final Level

Once all the ghouls have been launched at you, go to the right of the screen and stand on the left-hand side of the platform.

When the witch appears below you, dodge the ghouls and bottom bomb her head. Should she appear on the right of the screen, make a dash for the bottom-left corner, then return to your previous position.

If she appears at the left of the screen, to the far-right centre platform, dodge the ghouls and return to your previous position.

It takes a lot of time to beat her with this method, but you'll find that it's the most reliable way.

MIGHT AND MAGIC 2

This cheat makes this challenging RPG much easier. Choose View Character, and when View Which appears, hold down LEFT, A and C. Let all three go at the same time and keep pressing left when the character menu appears. This will give your party loads of gold, gems and excellent weapons.

N

NHLPA HOCKEY '93

To give yourself a massive, unfair advantage, plug your controller into Port 2 at the start of the game then flatten the computer goalie. He'll be taken out of the game and won't be replaced.

P

PITFIGHTER

Forget faffing around with combinations and girly moves. With this tactic you can deck your opponents every time.

The first step is to choose Kato or Tye, then get rid of all the weapons, including boxes and bikes. Walk up to your nearest foe, then flatten them with a flying kick (A+B). Stomp on them twice when they're on the ground, then somersault away by pressing the D-pad twice in the opposite direction. Keep repeating this and you'll soon finish your opponent off and pick up a massive brutality bonus.

PREDATOR 2

For those of you who can't be bothered wasting time slaughtering loads of drug dealers, you can go straight to the level of your own choice with the following codes.

Level 2:
KILLERS

Level 3:
COMOUFLAGE

Level 4:
LOS ANGELES
Level 5:
SUBTERROR

Level 6:
TOTAL BODY

R

RINGS OF POWER

Once you've teamed up with two party members, head to the temples of the Sun and Moon at 26.4 x 15.4. Talk to the monk who stands in between them. He'll ask you for the sorcerer's symbol, which you should have by this point. Show it to him and he'll give you 200 experience points. The monk, being a bit senile, instantly forgets that you visited him, so you can keep showing him the symbol and gain masses of experience.

ROBOCOD

To give your fishy agent invincibility, run right at the start of the game. On the first roof are five objects which need to be collected in the order Cake, Hammer, Earth, Apple, Tap (the initials of which spell CHEAT – clever, eh?). Now go through the first door and run left. Collect the star and go through the exit. Virtually every door in the game will now be open.

ROLLING THUNDER

The codes for this game will probably strike you as being a bit weird, but they do the job all the same.

1B: A ROLLING PROGRAM SMASHED THE GENIUS

2: A MAGICAL THUNDER LEARNED THE SECRET

2B: A CURIOUS RAINBOW LEARNED THE FUTURE

3: A NATURAL FIGHTER CREATED THE GENIUS

3B: A MAGICAL ISOTOPE BLASTED THE DEVICE

4: A ROLLING NUCLEUS SMASHED THE NEURON

4B: A PRIVATE LEOPARD PUNCHED THE NEURON

5: A CURIOUS PROGRAM PUNCHED THE POWDER

5B: A SLENDER FIGHTER ELECTED THE GENIUS

6: A LOGICAL LEOPARD BLASTED THE SECRET

6B: A DIGITAL RAINBOW MUFFLED THE SECRET

7: A PRIVATE ISOTOPE DESIRED THE TARGET

7B: A LOGICAL THUNDER SMASHED THE POWDER

8: A NATURAL RAINBOW ELECTED THE FUTURE

8B: A ROLLING MACHINE DESIRED THE FUTURE

9: A MAGICAL MACHINE MUFFLED THE KILLER

9B: A SLENDER NUCLEUS BLASTED THE TARGET

10: A DIGITAL NUCLEUS PUNCHED THE DEVICE

10B: A CURIOUS ISOTOPE CREATED THE KILLER

11: A PRIVATE THUNDER CREATED THE POWDER

11B: A NATURAL PROGRAM DESIRED THE NEURON

SOL FEACE

For 99 lives and a slow-motion mode, press A, B, C, A, B, C, B, C, B, A and START on the title screen. Go to the options screen, select your start level, then go to Mode and press right until MY99 appears. Start the game by selecting continue and you'll have 99 lives. When you're playing you can skip to the next level by pausing and pressing A, B and C simultaneously. To enter slow-motion mode, simply press any button while the game is paused.

SONIC 2

To get all seven chaos emeralds on Emerald Zone Act One, go to the options screen, select which character you want to play and then start the game as normal. Collect at least 50 rings and go to the first start post to activate the special stage. Complete it to get the first chaos emerald then press RESET.

Go back to the option screen, then start the game. You'll find yourself back on the Emerald Hill Zone. Collect over 50 rings again and return to the special to get a second gem. You can keep doing this over and over again until you have all seven gems, which gives you Super Sonic powers for the rest of the game.

To activate the level select, you need to switch the machine on and press UP, DOWN, LEFT, RIGHT then hold down A and press start. Those of you with an Action Replay cartridge can use these codes.

Infinite Lives:
FFFE1 20003

Speed Trainers:
FFF76 0000C

Finish each act in 24 seconds:
FFF76 0000C

SPEEDBALL 2

You can head straight to division one with this code:

LCLI CWAf 06XE ya3q
2bSt -is1 gGVC MQMQ

STEEL EMPIRE

To start the game with 99 bombs, plug in a second controller and press C, A, C, A, START and B on the ship select screen. For 99 lives, simply set the options to; Difficulty: Hard, Stock: Two, Credit: One, Sound Test: 65.

TAZMANIA

You'll need two controllers to get this cheat working and, unless you're really dextrous, an extra pair of hands. Plug in both pads and hold down A, B, C and START on both – you should hear a ringing noise. Start the game then pause it. Pressing A, B, C followed by the START button will now take you to the next stage, while pressing B makes Taz invincible and pressing C calls up a stage select screen.

THE TERMINATOR
Los Angeles 2029

Go left at the start of the level to get your hands on some explosives. Move right, wait a few seconds and another lot of explosives will appear. Hang around until your stock totals nine charges. Run forward until you reach the first hunter-killer. It takes 15 direct hits with grenades to destroy the tank. Get in close beneath his line of fire and alternate between throwing and moving to avoid being run over. The aerial HKs which appear next can be destroyed by a direct hit to the front, although it pays not to hang around.

Once inside the base, your first task is to track down the machine gun – without it, the level is almost impossible. If you're playing on easy it'll be right beneath the entrance to the base; on the other levels it's located much further along, which means you have to negotiate a corridor full of terminators first. If you're lucky, they'll drop a few energy pods, otherwise the best ploy is to keep hitting the fire button and move forward at every opportunity.

Guarding the gun is a small tank. It's easy to destroy with grenades, but watch out for the terminators which will attack from behind. Once you've got the gun, the rest of level is plain sailing. Run past the first set of stairs and keep going right. Go down the next set of stairs, blow up the door and follow the tunnel. Eventually, you'll come across a set of glowing yellow rods. Plant a bomb here to destroy Skynet. When it goes off, the screen turns red and you'll have just 50 seconds to get out. Run right and go up the stairs, then head left, down the stairs, left, up. Now turn right and leap across the gap, go right, up, right and climb up the ladder. Run right from here to enter the time displacement chamber which transports you back to 1984.

Los Angeles 1984

Stick to the rooftops for the first part of the level. Don't stop for anything, otherwise the helicopters will blast you. Climb up the girders on the second section and then drop down the other side.

Hang around here and shoot the police to get extra energy, as nothing can attack you from behind. Once inside the Tech Noir, you need to shoot the Terminator 33 times – he will start flashing as soon as it's safe for you to pass. Grab Sarah, and you're ready for level three.

The police station

This level is very straightforward as you can't get lost. When you reach the end of the level, edge forward when the Terminator appears. Don't let any police officers get behind you or you'll be torn apart in the cross-fire.

The final conflict

The best tactic to use in this level is, quite simply, to run away. If you scroll the screen past the Terminator, he'll temporarily disappear, allowing you to continue.

Should you get trapped, the Terminator can be blasted off screen, but after the fifth time, his legs are blasted off and the next time he attacks, you won't be able to shoot him.

The machine press is located in the bottom-right of the level, and the Terminator must be in torso form for you to destroy him.

THUNDERFORCE IV

To start the game with a very handy 99 lives, press A and START to call up the option screen then set the Ship Stock to 0 and when you start the game you'll have oodles of lives. You can also start the game with every weapon bar the Thundersword.

Don't do anything when the stage select screen appears, just wait for the game to start. When it does, pause it and press UP, RIGHT, A,DOWN, RIGHT, A, C, LEFT, UP, B, UP.

TOEJAM AND EARL

Track down a pair of rocket skates or an inner tube on the first level and you can then make tracks to the mystical level zero.

Travel to the far left corner of the map and you should come across an island with a hole in the middle. Drop through it. If you enter the jacuzzi on level zero, your energy gauge will be refilled. Going to the lemonade stand gets you an extra life. When you finish the game, don't go straight to the end of the last level. Try talking to the aliens. Alternatively, swim to the bottom right of the map (you can't drown on this level) and you'll find Toejam and Earl's ultimate babe, Trixie!

UNIVERSAL SOLDIER

Forget about blasting your way through armies of bad guys, just use the codes instead!

Level 2:
CHSGM

Level 3:
MKSNS

Level 4:
SGGBY

Level 5:
JLGPH

Level 6:
JDRSD

Level 7:
PKSND

Level 8:
CWBPN

Level 9:
SFTNP

Level 10:
CMVDG

Level 11:
BYTCM

Or enter the code PWRZS. This makes your soldier invincible.

WARRIOR OF ROME II

If you're not having much luck with building your own little Roman empire, try your hand at this hidden, two-player tug-of-war game. Plug two controllers in and when the selection window appears press START on pad one. Move the cursor to the far right of the Load Data option. Hold down START on pad two and press A on pad one followed by START to activate the game. To play the game, all you have to do is press C as fast as possible.

WARRIORS OF THE ETERNAL SUN

To give your party rock-hard skills you'll first need to complete the Azcan Temple stage. When you've done that, you'll need to enter a secret cave which is located between the bridge and the large rock in the north west of the map. Inside, you'll find loads of spells and other goodies.

When you've got everything, you should go straight to the dragon's cave and destroy it any way you can. Whoever strikes the fatal blow will earn a whopping great 5,000 experience points. The best thing about this is that you can keep going back again and again as the dragon reappears, so you can build up masses of experience and send your party's experience level sky-rocketing.

WONDERDOG

If you've got this game, you'll probably be in serious need of these codes to get you through.

Dogsville:
MYSTIC

Scrapyard:
ANKLES

Loony Moon:
LEDZEP

Planet Weird:
REEVES

Planet Fossin:
PIXIES

Planet Rainu:
WOOPIE

WORLD OF ILLUSION

The following lists are not just level codes, but codes for all three types of game.

STAGE ONE

Mickey:
Q Spades,
K Hearts,
Q Hearts,
K Spades

Donald:
K Hearts,
Q Spades,
Q Hearts,
K Clubs

Both:
K Hearts,
K Diamonds,
K Spades,
K Clubs

STAGE TWO

Mickey:
K Clubs,
Q Hearts,
K Hearts,
K Diamonds

Donald:
K Spades,
K Diamonds,
K Clubs,
Q Spades

Both:
K Spades,
K Hearts,
Q Spades,
K Clubs

STAGE THREE

Mickey:
K Hearts,
Q Hearts,
K Diamonds,
K Clubs

Donald:
K Clubs,
K Hearts,
Q Hearts,
K Spades

Both:
K Diamonds,
Q Spades,
K Hearts,
Q Hearts

STAGE FOUR

Mickey:
Q Hearts,
K Diamonds,
K Spades,
K Clubs

Donald:
Q Hearts,
K Diamonds,
K Hearts,
K Spades

Both:
Q Spades,
Q Hearts,
K Clubs,
K Spades

STAGE FIVE

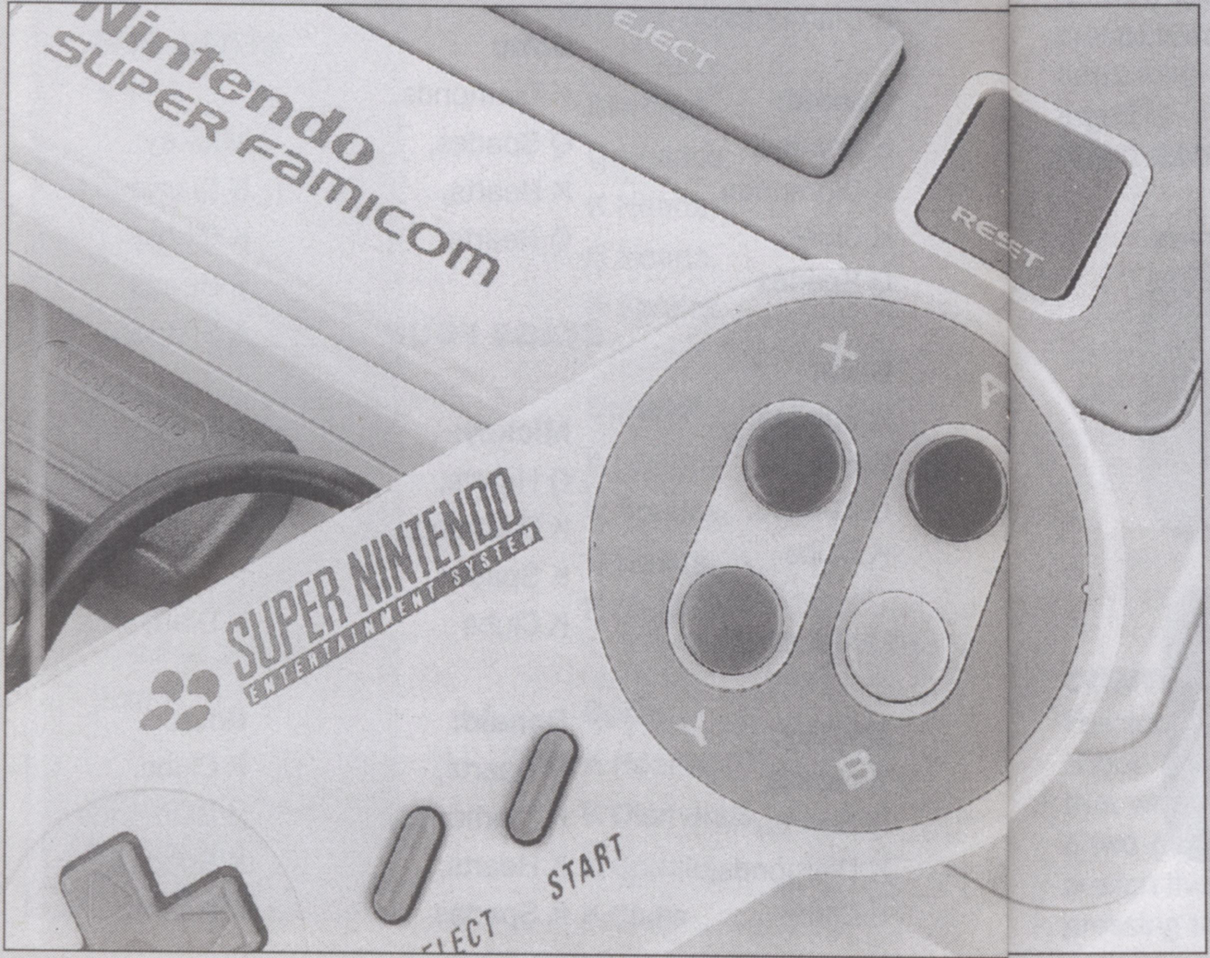
Mickey:
K Diamonds,
K Clubs,
K Hearts,
K Spades

Donald:
K Spades,
K Hearts,
K Clubs,
K Diamonds

Both:
K Clubs,
K Diamonds,
K Spades,
K Hearts

Super NES

Super tips for a super machine – feast your eyes on 13 pages of SNES tips


EJECT
RESET
Nintendo
SUPER Famicom
SUPER NINTENDO
ENTERTAINMENT SYSTEM
X
A
Y
B
SELECT
START

THE ADDAMS FAMILY
AUGUSTA OPEN GOLF 40

BATTLE BLAZE
CONTRA SPIRITS
DARIUS TWINS
F1 EXHAUST HEAT 41

FINAL FIGHT GUY
F-ZERO
GRADIUS II
JOE & MAC 42

OUT OF THIS WORLD
PAPERBOY 43

PERODIUS
POPULOUS
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SUPER R-TYPE 48

SUPER STAR WARS 49

SUPER TENNIS
THUNDER SPIRITS 51

TURTLES IN TIME
UN SQUADRON 52

A

THE ADDAMS FAMILY

To give Gomez a bit of life-after-death help, run past the continue door on the continue screen and you'll pick up four lives. If you wait until the game enters demo mode and start playing at the point where Gomez picks up a power-up, you'll then begin with that very same item!

To start the game with 100 lives, enter the code 1111, or IIII. Alternatively, you could go straight to the last level and start with five energy hearts by entering BLS1T.

To find a bonus-packed secret room, stand under the far-left second-floor doorway and push UP. This will transport you to Pugsley's den. If you push UP while standing on the platform directly above the door in the bottom-left of the level, you'll be transported to a secret room.

AUGUSTA OPEN GOLF

Try your hand at four extremely taxing courses with these codes.

L3FHPOZNGW
NXDSF3JNXF
05TCT1SQ4B
GREB2UVSME

B

BATTLE BLAZE

Getting infinite credits in this game really couldn't be any easier. Press START and SELECT at the same time to access the hidden options screen. Then hold down L and press UP and X at the same time, followed by LEFT and Y together, then DOWN, B, RIGHT and A.

C

CONTRA SPIRITS

Fascinating fact for fans of this shoot-'em-up. Did you know that when a player dies during a two-player game he can snatch lives off his mate by pressing the A button?

D

DARIUS TWIN

To get your hands on an easy 49 lives, plug in a second joypad, wait for the title screen to appear, then hold L and R on pad two and press SELECT and START on pad one.

F

F1 EXHAUST HEAT

To start the game with oodles of cash, enter your name as

SETAUSA. Your bank account will then be boosted by £10,000. For an ultra turbo-boost, press L and R when you're at maximum speed.

FINAL FIGHT GUY

For extra energy on level four, walk backwards and forwards past the white dog. Your energy bar will then mystically replenish.

F-ZERO

When you pass the start line in Port Town II, head left, then activate a super-jet and bank right just before the jump-pad. The resulting leap will catapault your vehicle to the other side of the course.

GRADIUS II

As soon as the title screen appears, press Y, B, X and A together and you'll end up with nine credits. To access the secret level, simply die while you're fighting the jellyfish on level two. When you continue, you'll see gaps at the top and bottom of the screen which release ships in bubbles. Wait until one comes out of the bottom gap then go into it to find the level. On top of all this, holding down left and pressing A three times gives you 29 lives!

JOE & MAC

To get loads of lives, simply enter a level that contains some 1-ups then restart it. The 1-ups should have reappeared and you can keep repeating this to get bundles of lives.

OUT OF THIS WORLD

Make escaping from the aliens' planet easier by using these codes.

Level one:
FXLC

Level two:
KLFB

Level three:
DDRX

Level four:
HRTB

Level five:
BRTD

Level six:
TFBB

Level seven:
TXHF

Level eight:
CKJL

Level nine:
LFCK

PAPERBOY

If you want to bypass all the boring early levels, select the route option and enter the code 6479 by pressing right on the D-pad.

PARODIUS

If you're one of the few people who actually find this game too easy, try this cheat which activates the super difficulty level. Go to the options screen and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. If, on the other hand, you find the game tough enough, try pausing and pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, X, X, B, B, Y, A, Y, A to give your ship the top power-ups.

POPULOUS

Get one up on your rival with this handy cheat to boost your energy. At any point, press A, B, then hold L and press A and B again. Next, hold L, R, A, B and X, pressing them in that order, then hit SELECT. Finally, go to the swamp icon and press B. If the icon doesn't change colour the cheat has worked.

SIM CITY

For even more maps, select 'start new city' and choose any map number from one to 999. Go to the map and select the Go To Menu icon. Don't save the map. Instead, select 'start new city', and when you look at this map it will have the same number as the previous one but will be completely different. This then gives you a total of 1,998 different maps. To complete the Boston meltdown scenario successfully, press LEFT, RIGHT and X as soon as it starts. Next, demolish the nuclear plant and build a new one straight away. This one won't meltdown. Finally, stave off worries about a monster attack by building an anti-monster department. Before you can build one, your city must have a population in excess of 200,000, and you have to call a monster attack. Call the doctor's light icon 10 times and he'll let you build it.

SMART BALL

For a smart level select, go to the option screen and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT and START.

SMASH TV

To get hold of the stage select screen, call up the options display and press RIGHT, RIGHT, UP, DOWN, R and L. Hey presto, now you'll be able to start on any level. Also, when you're on the player select screen, press DOWN, L, R and UP to get seven lives and seven credits.

SPINDIZZY WORLDS

If this game is driving you barmy, try these level codes.

lv?8A?8t:
Beginner

lv?0CP?3:
Pak Attack

lv?I0c?8m:
Tripat

Dv?16hHfx:
Ball Race

HvdaC3?R:
Frigia

Bv?JaBm3:
Grass Hopper

Ev5LQV3Q:
The Obelisk Run

BR7JaEOa:
The Grass Maze

ImSYJ9?W:
Buxton Cat

ImQUKN!1:
Sandy Island

Cn2AUAeP:
Roller-ama

KoBAK32o:
Water Works

ImAQC9eZ:
Misdirection

Bq6AICFz:
Castle Quest

IkAABNdW:
Pyramidea

PgAEaaBn:
Water World

PgAFyaCA:
Canal Slide

NgACYkiH:
Radima

IkAAAoJc:
Torture

STREETFIGHTER 2

To activate a Streetfighter 2: Champion Edition mode which lets two players use the same characters, switch the machine on and as soon as the Capcom logo appears press DOWN, R, UP, L, Y, B, X, A. You have to cram all these in before the logo disappears.If you've got an Action Replay cartridge you can enter these excellent codes to transform the game completely.

7E0C 2BB0:
Invincibility.

7E0C B200:
Black belt edition player one.

7E0E B200:
Black belt edition player two.

7E0C 2B00:
Weird mode player one

7E0C 2B00:
Weird mode player two

7E0D 8000:
Two special moves at once.

7E0C 2C8B:
Player one falls off screen.

7E0E 2C8B:
Player two falls off screen.

7E0C 1580:
New moves for player one.

7E0E 1580:
New moves for player two.

7E0E 030E:
Silly mode player one.

7E0C 030E:
Silly mode player two.

7E0C 30F6:
Psycho mode player one.

7E0E 30F6:
Psycho mode player two.

SUPER MARIO KART

This cheat isn't much good if you use it yourself, as it lets you race as a midget. The best thing to do with it is to tell your mates it does something really neat and watch them get trounced. On the driver select screen, hold down Y and press A and the highlighted character will shrink. Unfortunately, this doesn't work in Battle Mode or in the Time Trial.

To race your choice of computer opponent on the Time Trial, highlight a racer on the driver select screen then select it by pressing B. For an excellent, high-speed start, hold down the accelerate button just before the second light comes on. If you time it right, your kart should burn off the line.

SUPER MARIO WORLD

When you've hurled the last Mecha Koopa at Bowzer on the final screen press and hold UP. Now, when Mario appears on the final screen he'll be waving.

BLUE SWITCH

The doorway to this switch is located in the Forest of Illusion Two. Locate the '?' block halfway through the level and hit it to find the key. Now walk through the wall on the left to find the keyhole.

GREEN SWITCH

Grab a cape and head for Donut Planes Four. Go through the first green tube and you'll enter a room with four blocks. Above the fourth is an opening to a chamber which can only be reached with the cape. Inside is the key and keyhole.

SUPER R-TYPE

Go to the options screen and press R nine times, then UP nine times. You'll hear a chime if you've done this right. Start the game and pause. Now press RIGHT, SELECT and A simultaneously several times. Eventually the number 01 will appear in place of the skill level. Now, by moving left and right, you can skip levels.

SUPER STAR WARS

To get your mitts on 99 lives you first need to get to the Land of the Sand People. On the second set of stepping stones (the ones where the birds attack you), instead of jumping on the first rock, drop off into the ravine and push left. You'll land in a cave and, by shooting at the roof, you'll discover loads of extra lives. (And you can keep coming back for more!)

SARLACC PIT MONSTER

Look out for the tentacle (it appears where the monster is going to surface). Keep as far away as possible – its tentacles do more damage than the rocks. Hold down the fire button and push in a diagonal line to shoot the rocks.

LAVA BEAST JAWENKO

This creature isn't the hazard on this stage, the sand is. The flame doesn't do much damage, but falling off the platform will spell instant death.

To make things easier, hold down jump and fire together and, with Luke's amazing mid-air steering powers, if you're knocked out of position it's easy to guide yourself back to the platform.

MUTANT WOMPRAT

The tempation is to use the light sabre here – but don't. Stay to the left of the screen and use your blaster. This will prevent the rat from getting near you.

KALHAR BOSS MONSTER

By this point you should have a good weapon, so simply stay at the left of the screen and keep firing. You'll hurt him more than he can hurt you.

MAINTENANCE DROID

Stand underneath it and fire and blow its arms off (it won't do you much damage at this point). When you've done that, stay as far away from it as you can – it attacks you with drills if it gets above you. You can only hit it when it's firing, so keep your distance and hold down the fire button.

HOVER COMBAT CARRIER

This is without a doubt one of the toughest parts of the game. The only way to overcome this particular obstacle is to have masses of energy and a Seeker or better. To get some energy swords and weapons power-ups, explore the far-left sections of the stage. Also, rather then just proceed in a straightforward manner, explore all the platforms for extra energy and weapons.

The first bit of the ship you should aim for is the centre gun turret. Get beneath it and shoot up. There's not much you can do to avoid the fire from the right-hand turret, but you can avoid the flames by sliding. When you've destroyed that, shoot the right-hand engine, then move to the right of the screen and shoot at the right gun turret.

From this position, you can also shoot the left engine. When the left turret has been destroyed, the ship will start flashing. Keep moving away from it or it will crush you.

IMPERIAL DEFENSE DROID

When it comes forward, wait for it to leap, and then slide underneath it. Get into the bottom-right corner of the screen and as soon as the back of the walker opens up, blast away at it.

DETENTION GUARD BOSS

There aren't any tactics needed for this. Just keep plugging away at it. Remember not to stand beneath it, otherwise you'll get caught by the energy beam.

TRACTOR BEAM

As soon as you fall below half energy, drop down and destroy a few droids to pick up a few hearts.

DARTH VADER

There's no auto-fire on this level, so if you've got a standard joypad you've got to put your trigger finger to work. Fireballs are all you have to worry about here, so shoot them as soon as they appear.

SUPER TENNIS

Go to the player select screen and press the L five times, X once, R seven times and press X on controller two. If you're done this right, the music will change. Now when you select a tennis player, he'll have maximum skill in every class.

T

THUNDER SPIRITS

By plugging in a second controller and pressing Start and Select on both, you'll reveal a hidden configuration screen.

TURTLES IN TIME

Plug in your Action Replay cartridge and enter 7E1A A002 to get infinite lives.

U

UN SQUADRON

Think you're good at this game? This will make you think again! Plug in a second joystick and highlight difficulty with pad two. Hold down A and X on the second pad and alter the difficulty setting with pad one. This should let you select a new level called Gamer which makes the previous hard level look decidedly soft.

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ALIEN BREED SPECIAL EDITION
BILL'S TOMATO GAME 56

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LETHAL WEAPON
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PREMIER MANAGER
ROAD RASH 60

STREETFIGHTER 2 61

TRODDLERS
WWF 2 62

A

ALIEN BREED SPECIAL EDITION

To use these codes, you need to find one of the various computer terminals which are located throughout the game and enter them there.

XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

B

BILL'S TOMATO GAME

This is a big game with a whopping 100 levels. So why mess about when you can go straight to the last 10?

World 10

1 GAILLIT
2 GLOUGEL
3 FLICKOG
4 PLOTTIN
5 MUSSET
6 ZOALLON
7 GOAMOM
8 SOADDET
9 GLIOFAR
10 VEEFER

D

DRAGON'S LAIR 3

Dirk is a character of limited moves, and it doesn't take much to get through the game. If you're having trouble, here are a few pointers to get you going.

Scene	Command
2	Up, Fire, Fire
3	Right
4	Fire
5	Fire
6	Left
7	Left
8	Up, Down, Fire
9	Right, Fire, Left, Fire
10	Up, Left Right
11	Fire, Left
12	Up, Right
13	Left, Fire

G

GRAND PRIX

Forget about fair play; if you really want to win, just blow your opponent off the track. If you're in first place on the final lap with your rivals breathing down your neck, pull into the pits. Quit the race, then select accelerated time and the victory will be yours.

GHOSTS 'N' GOBLINS

Here's a really useful piece of advice for all of you would-be, gung-ho adventure types. Get yourself a high score and, instead of entering your name, just type in (!). This will deactivate the sprite detection, making you indestructible. Hurrah!

I

INDIANA JONES AND THE FATE OF ATLANTIS

By far the most complicated parts of this game are the final scenes, so here's how to negotiate them.

The Octopus

To get rid of this guy, get the skeleton's rib cage from the subway car and bait it with some food. Now use it in the crab room to imprison the octopus.

On The Canal

You'll need orichalcum to power the raft. Pick up the stones once you've used them.

Sentry Statue

To get past this bit, you'll need the bronze cog, the bronze gear, the robot part and the crescent gear. Look in the crescent gear's cupboard to find out how to put everything together. Connect the chain to the bronze loop on the door and swing the statue's arm around and attatch the other end of the chain to it. Move the arm again to open the door and pick up the hinge pin.

Sophia

To cure Sophia, look at her necklace and put a bead of orichalcum into it. Next, make her put it into the gold box.

The Machine

Look at the diagram to see how to stop the machine. Insert the hinge pin and the sceptre into the lever slots and use an orichalcum bead to power it.

The God Machine

The correct combination for the machine is carved on the wall in the lava maze. To complete this bit, you'll need to do some quick talking and have Sophia by your side.

L

LETHAL WEAPON

You can use this cheat to skip levels and give Mel and Danny a helping hand. Hold down Alt and F, then press the number on the keypad corresponding to the level you want to play.

M

MAGIC LAND DIZZY

If Dizzy is shell-shocked by your inept play, type in DIAMONDS AND PEARLS to get infinite lives.

P

PINBALL FANTASIES

For a stash of five balls, type in EXTRA BALLS. To stop the ball mid-roll, type in DIGITAL ILLUSIONS.

PREMIER MANAGER

You don't necessarily need brilliant management skills in this game, just a few magic telephone numbers should do the trick.

00123 increases the passing skill of one of your midfielders to 99 and renames him Lotus 99. You can repeat this neat little trick again and again, enabling you to boost all your midfielders.

753423 boosts your goalie's handling skill to 99, making him almost unbeatable.

If you just use these numbers, your manager's name will change to I Am A Cheat, and you won't be able to change it back.

There is a way to get around this, however. Start the game with two teams, Boost the players on one team, and then sell them to the other.

ROAD RASH

This may be a game of fast bikes and hectic races, but it's not much to write home about if you're riding a moped. Use these codes to get hold of the bike of your dreams.

Panda
600 00000 00J00
102VS 21JUD

Banzai
750 0000000J01 113BT
22KDP

Kamikaze
750 00000 00S20
117H5 33UV1

Shuriken
1000 00000 01421
109G5 448VN

Ferruci
850 00000 01420
019G5 448VN

Panda
750 00000 01S91
00EGJ 567HM

Diablo
00000 01S90 10EGJ
5761K

STREETFIGHTER 2

There are loads of cheats for this game, some of which make the game easier, others more fun.

Replenish your energy bar by starting the game in one-player mode and highlight Blanka on the character select screen, but don't select him. Instead, type in PATIENCE and hold each letter down for at least a second. If you've got it right, the border will flash to let you know the cheat is active. Now when you're taking a pounding, press F10 and, incredibly, your energy bar will be back to full strength, and you can keep doing this over and over again. You can also use this cheat in two-player mode by quitting out of a one-player game. To activate the championship edition mode which lets you pit identical characters against each other, you first need to start a two-player game. Pause the game and type in 7KIDS. The border flashes when you get it right. You can continue with the battle or pause the game and press ESC to go back to the select screen.

TRODDLERS

The really fun levels in the two-player game are the ones at the end. Don't waste time trying to play through to them though, use these codes!

50 QUICKCUBES
51 WORKOUT
52 TRAXMIX
53 HELLTRACK
54 GETDABLUES
55 SHOOTNBLOW
56 SLOWFLOW
57 COOPERATE
58 DENNISFAV
59 FINALE

WWF2

Better than a suplex, more potent than a piledriver, here's a way to beat the computer teams every time. Simply press F10 ten times to paralyse your opponent. Be careful, if you knock them down in this state you won't be able to pick them up again.

Send your hot tips to CVG, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

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PC

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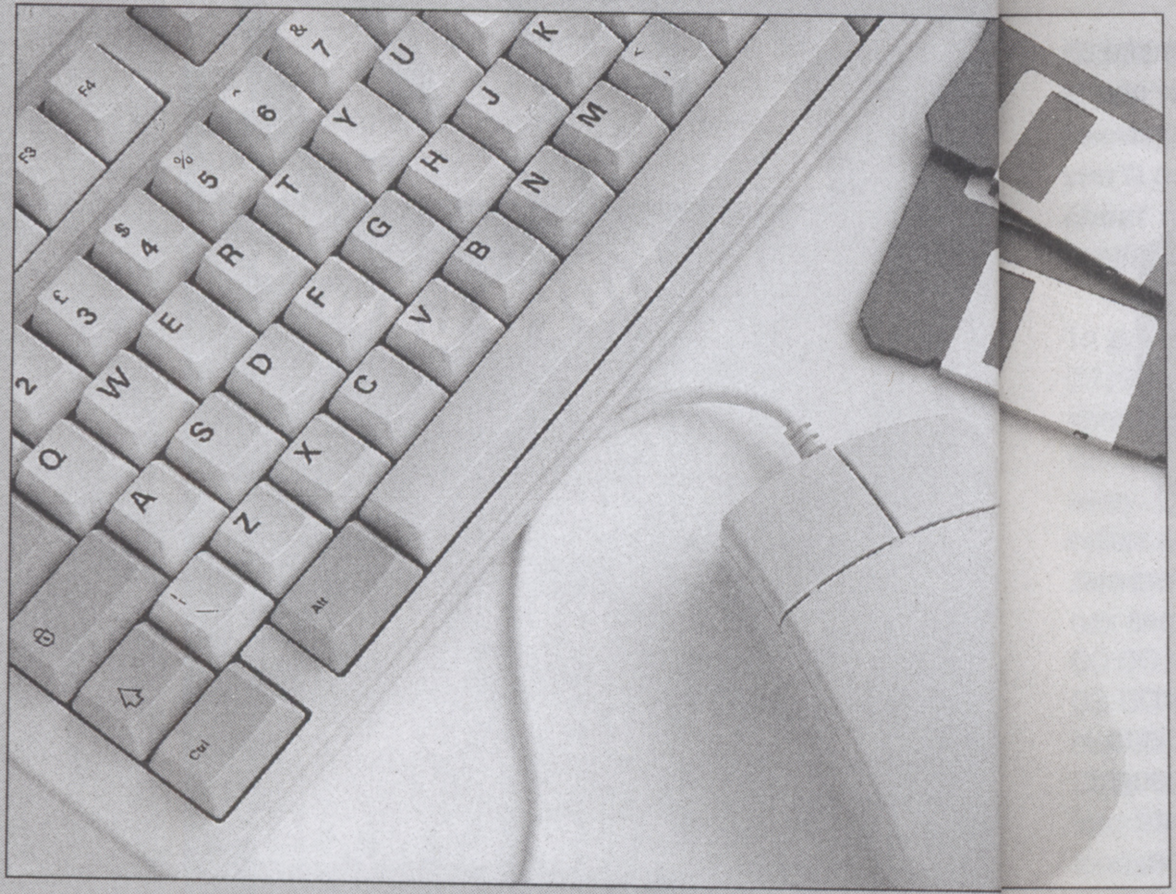

COMMANDER KEEN I
COMMANDER KEEN IV
CIVILIZATION
DRAGON'S LAIR 66

ELITE PLUS
ELVIRA 67

GOLDEN AXE
HARD DRIVIN'
HEIMDALL 68

JIMMY WHITE'S WHIRLWIND SNOOKER
LASER SQUAD 69

LOOM
MAGIC POCKETS
SIM CITY 70

SPACE QUEST II
SPACE QUEST III
SPACE QUEST IV
STELLAR 7 71

WOLFENSTEIN 72

C

CIVILIZATION

To speed up the time a settler unit takes to complete a task, such as irrigation or road-building, click on their icon to stop them once the settler has started, then instruct them to repeat that task.

Doing this a few times makes that unit finish the job in one turn as opposed to several.

COMMANDER KEEN I

Pressing C, T and space simultaneously at any point during the game will provide you with 100 ray-gun charges, all the keycards and a pogo stick.

COMMANDER KEEN IV

By using a file editor, you can activate these handy cheats. Load up the editor, then load in a saved game. Go to the seventh line of the hex display and go to the ninth column and enter FF EE, which will give you infinite ammo. For infinite lives, go to line 11, column 11 and enter FF.

D

DRAGON'S LAIR

A simple way to transport yourself to the last level is to simply allow Dirk to be caught by the snakes on the first screen then press Escape.

E

ELITE PLUS

If you've got a file-editing package such as PC Tools, you'll be able to utilise this cheat for loads of lovely credits.

To get an invaluable 77,000,000 credits, load the game and then save Commander Jameson straight away. Quit the game, boot the editor and load up the Jameson.cdr file. Locate the hex sequence 00 00 00 00 00 00 00 00 00 00 01 00 e8 03 00 00 and replace it with hex 2e (which is a period). Save the file out then load it into the game to play with loads of credits.

ELVIRA

Elvira has certainly been a popular package, having created quite a stir amonst both games players and voyeurs alike. Here's how to get a little further into it!

This is yet another cheat which requires the services of a file editor. Load up the game and save it out when you're in the castle grounds outside the dungeon. Load the game file into the editor and make the following changes:

sector	**displacement**
old value	**new value**
40	277
x32	x63
40	279
x0a	x63
40	281
x50	x53

Now when you start the game, you should be quietly suprised to find that all your scores will be at 99.

G

GOLDEN AXE

How about this for a simple cheat? To select your starting level, simply press the level number from one to eight while on the character select screen.

H

HARD DRIVIN'

Try this cheat to give your car a cruise-control button. Select manual gears and then start the game as usual. Accelerate through the gears to top speed, then quickly change down to neutral. You should find your car continues at top speed, no matter what you do.

HEIMDALL

For those of you having a little trouble getting to grips with rune-lore, here's a way to boost your score to maximum. Select a powerful character and land him on Heimdall Island. Find the sorcerer, chop him up and drink the potion he leaves behind. Leave the island then return – the sorcerer should have come back to life, allowing you to kill him all over again. Keep doing this and collecting the potions until your rune-lore is at maximum. For tons of cash, you'll need to go to the island with the guard who asks you for a silver coin. Pay him and go to the shop. Give Heimdall all the gold and the adamantite axe. Then sell. You should find that you can keep on selling the axe over and over again to make bags of cash.

J

JIMMY WHITE'S WHIRLWIND SNOOKER

If you want to see a genuine 147 break but can't quite manage to get one yourself, you can make the computer perform one for you. Enter the trick shot mode and start the editor rolling. Press F7,F$ then F1. You should hear a noise. Now enter demo mode and you'll be able to select 147 break.

L

LASER SQUAD

Save Action Points and decimate your enemies with this neat cheat for super-accurate shots. When you have an enemy above, below, or to the side of you, don't place the cursor over the target. Instead, place it just past your character in the direction of your enemy. Click the button and the cursor will go grey, indicating you've selected an invalid target.

Now, move it as close to your character as possible and fire. You should let loose with a deadly-accurate shot which costs very few Action Points.

LOOM

To get to the blacksmith's, you will need to go to Sandy (the little boy who is asleep) and cast the reflection spell on him to swap places with him. Go to the blacksmith's and the guard will let you in. Follow the path around until you come to the furnace. The blacksmith will take your wand and throw it on the fire.

MAGIC POCKETS

Bonuses galore can be yours, but first you need to grab the helmet laser. When you reach the frogs, zap them with the laser and keep shooting until a gold star appears at the bottom-right of the screen. Drop the helmet and power-up a whirlwind. Launch it at the remaining frogs then walk into it. Collect all the gold stars and grab the helmet which appears. You should now be transported to another room. If you drop down the side, you'll find loads of bonuses and power-ups which make the remainder of the game much easier.

SIM CITY

The key to a super, profit-making city is in its design. Build it in 'V' shaped rows, by placing each block just a little higher than the next. Alternate between housing and commercial zones. Each row should be 12 blocks wide. When you've finished one, build another beneath it and join the two with a road. With this format, your city should generate loads of cash.

SPACE QUEST II

Head back to the tree trunk in the crack and climb into the log using a rope. You should find yourself in a cave with a monster. Sing your way out of this situation.

SPACE QUEST III

Sell the orium and buy the astro chicken hat, the orat on a stick and some underwear. Leave the shop and run from Arnold towards the pulsating pods.

Lead Arnie into the pods and see him annihilated. You need his invisibility belt from his body.

SPACE QUEST IV

Go back to when you were first dressed as a "babe" and collect the money and return to Sack's. Speak to the droid, you should get your own clothes back. Now buy the hint book, but not the Pocket-Pal adapter. Head to the arcade and have a go at Ms Astro Chicken. Then touch the object on the far right-hand end of the arcade, a time pod should appear, then run, fast, to the Skate-O-Rama.

STELLAR 7

Why worry about all the hassle of saving the universe as we know it, when you can use this tip to breeze through the levels? When you're driving around, keep an eye out for two grey and blue objects standing together. Keep shooting them with your strongest weapon and they'll change into a diamond. Drive into it and you'll be transported to the next level where you can do the same thing all over again! In fact, you can keep doing this until you reach the end of the game!

WOLFENSTEIN 3D

There are loads of cheats for this superb 3D action game, so straighten up and pay attention soldier. Instead of typing Wolf3D to load the game, enter Wolf3D-next. Start the game as normal and press Enter, Tab, and Ctrl simultaneously and you can now use the following combinations to make the game a lot easier.

Tab and E
– finish current level.

Tab and W
– warp to any level.

Tab and C
– change the border colour.

Tab and G
– toggle cheat mode on and off.

Tab and X
– create extra bonuses.

Tab and A
– extra items.

Tab and C
– information on current level.

Tab and F
– disclose current co-ordinates.

Tab and S
– toggle slow motion on and off.

Tab and N
– lets you walk through walls.

Tab and I
– increase health and weapons points.

WWF WRESTLEMANIA

Give yourself an advantage in the ring by tooling up with a chair. Go to practice mode and get one wrestler to take the chair to the top-left corner of the borded area. Then walk left. Press fire once and walk back.

Take the other wrestler to the top left post and press fire. The chair should now appear in the ring. It will also be there during the proper game.

FOR THE BEST TIPS EACH MONTH READ OUR CHEAT MODE SECTION — ONLY IN

COMPUTER AND VIDEO GAMES CVG

Master System

Master your favourite games with these system-smashing hints

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SEGA
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MASTER SYSTEM

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A

ACTION FIGHTER

If you liked *Spy Hunter*, then the chances are that you'll find this game pretty mediocre by comparison. Still, to become bullet-proof enter your name as DOKI PEN.

ALEX KIDD IN MIRACLE WORLD

Are you having trouble geting past the end-of-level bosses? Fret no more – for the first boss use scissors, followed by stone to kill him. Afterwards, whenever you meet a boss press button 2 repeatedly until a cloud can be seen above his head. This will now show what sign the boss will use.

If you still can't beat the game try this cheat. When the game over message appears, provided you have 400 coins or more, hold the controller UP and press button 2 eight times to continue where the game ended.

To gain a whole handful of extra coins kill the first octopus (by punching his tentacles) then go inside his bowl to find a secret level with loads of coins.

ASTERIX

This super-Gaul can get extra bonuses by following this tip.

On level 3-3, whilst on the moving platform, collect all three coins. Don't jump back on to the platform. Instead, jump straight up so that Asterix is off screen. If you now walk right, you'll be able to pick up some bags. Next, go through the door and smash away at that pot for a load of extra bonuses.

B

BACK TO THE FUTURE PART II

If you and Marty are still stuck on level 1 you might like to try using this sequence to escape. Press PAUSE, UP and DOWN in that order to see the next level.

BLACK BELT

Chop your way to victory with a little invincibility. Wait around until the screen says X3 lives, wait some more until the music turns off and then press RESET. You'll now be completely invulnerable. If you want a little help in smashing Wang to pieces, trap him in a corner and use your hands only to punch him to oblivion.

BUBBLE BOBBLE

If those pesky little dinos are proving too difficult to control here's a couple of level codes:

Round 48:
IEWABURN

Round 100:
IE7CB72V

Alternatively, type in 3 V 35NLLE on the password selection screen to access any level between 1 and 199!!

C

CHAMPIONS OF EUROPE

Feeling a little deflated by this soccer sim? Pump up the action and your score by hitting an own goal – it will register as a normal goal against the other side!

CHOPLIFTER

If you can't collect enough men to complete the level, why don't you simply skip them using this nifty tip. On the title screen press UP, DOWN, LEFT, RIGHT, and Button 1 for a level select.

GOLDEN AXE

Probably the best conversion to hit the Master System, *Golden Axe* proved incredibly tough to beat. You can get an extra continue, after you've used your last one, by pushing UP and holding down button 2 when the Game Over message appears. Be careful though, this cheat only works once.

Give yourself another chance to kick monster butt by getting an extra credit with this cheat. When the screen says game over press UP, LEFT, and button 1 at the same time.

GOLFAMANIA

Four!!! Well, actually only one tip for this excellent golf sim. When you're in Stroke Play or Tournament mode and you keep shooting into the rough to get back onto the fairway press RESET when you see the 'In Rough' message. This will take you back to where you shot from so that you can try the stroke again.

GOLVELLIUS

Make crystal collecting so much easier by tapping in this code: J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY. You'll now have all seven of the sparkly things.

If you want to be the richest man alive use this code for over 500,000 gold: ZC3Y E4XF 76JQ CU63 AAQ6 CFL5 2Q86 28G4.

Also, when you lose energy, pay a visit to Randar and when he replaces your energy, just hold a button down. All 47 bars will zoom up to full capacity.

Leave the cave and immediately return to top up again. This can be repeated for up to 100 lie potions, after which they will reset to zero.

Oh, and whatever you do don't buy the valley sword – it resets the game.

MARBLE MADNESS

This tricky puzzler has caused many a poor player to lose their marbles (not to mention their temper, their friends and many hours of precious sleep!).

Prevent yourself from going insane and your marbles from rolling over the edge by going to the options screen and selecting Test FX 2 and Test Music 5.

If you now go to the Select Level screen you'll be able to start on any level you want – peace at last.

P

PACMANIA

To boost your cash in Pacman's 3D food fest, eat all the pills except the power pills and a large pill will appear at the centre of the board.

If you eat this, Pacman will be transported to a secret level bursting with coins.

POWER STRIKE

Extra lives are available if you press DOWN, RIGHT, DOWN, DOWN, LEFT, RIGHT, UP, RIGHT and button 1 twice on the title screen. If you did it correctly you'll now have 10 lives.

Q

QUARTET

Increase your ammo – literally – by pressing PAUSE 14 times on the title screen. You'll now have bigger bullets.

R

RAMPAGE

When all is crumbling around your ears and you want a continue press 1 and 2 together. For more continues press UP, LEFT, on the D-pad and 1.

S

SHINOBI

For a simple level select on this Ninja bashing beat-'em-up, wait till the Ninja mask appears the pull DOWN and press button 2 and you can select the level you want to start on.

SONIC THE HEDGEHOG

Help is at hand for Sega's flagship character. The nutty hedgehog will put you in a spin if you don't try this cheat.

Access a level select screen by pushing UP, DOWN, LEFT, RIGHT, 1 and 2.

SUPER KICK OFF

Settle old scores and score a goal every time with this tip. When you're playing in International or Division One mode simply tap the ball forwards one kick, then whack it using Button 2. If you quickly run underneath the ball, you'll head it and it'll go straight in over the keeper's head.

T

TERMINATOR

The future is looking decidedly brighter thanks to this ultimate cheat.

Save John Connor and the future of mankind by going to the Terminator screen and holding down button 2 and pressing button 1. The screen will go black for a few seconds. During this time you should press LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN, DOWN. Two zeros will appear on screen and you can now select levels using the RIGHT and LEFT directions on the pad. There, that's a lot easier than shooting all those shiny robots, isn't it?

TRANSBOT

A sad but addictive shoot 'em up, the robot epic can be made a great deal more easy by holding down A and B when the familiar Sega logo apears. Keep both buttons held down during the title screen – with a little patience you'll soon see a 'secret command' and now hey presto — you'll have 10 lives, infinite arm power, and an extra, slow-rotating move with which to dispatch your mortal enemies.

V

VIGILANTE

Beat your opponents senseless in this mindless display of violence and get a level select option with the following cheat. On the title screen press UP and LEFT along with B, 1 and 2 together. Now select your level.

W

WIMBLEDON TENNIS

Power up your players by using this code to give him the best possible power, speed and skill. Simply key in EFJ DER XHA <P>. The Cup should be pretty easy to get now.

WONDER BOY

Select whatever level you want by using this cheat. Wait for the heart to rise, then press Button 1 twice, then Button 2 twice. Next, press Button 1 and Button 2 together and press UP – you'll now be able to select levels.

WONDER BOY: THE DRAGON'S TRAP

If you want to give the amazing kid a boost and start the game fully powered with special abilities, try out the following codes.

Lizard Man (one heart):
2CKF 7L4 800Z

Mouse Man
(three hearts):
L1Z4 C15 EG6V 4FU

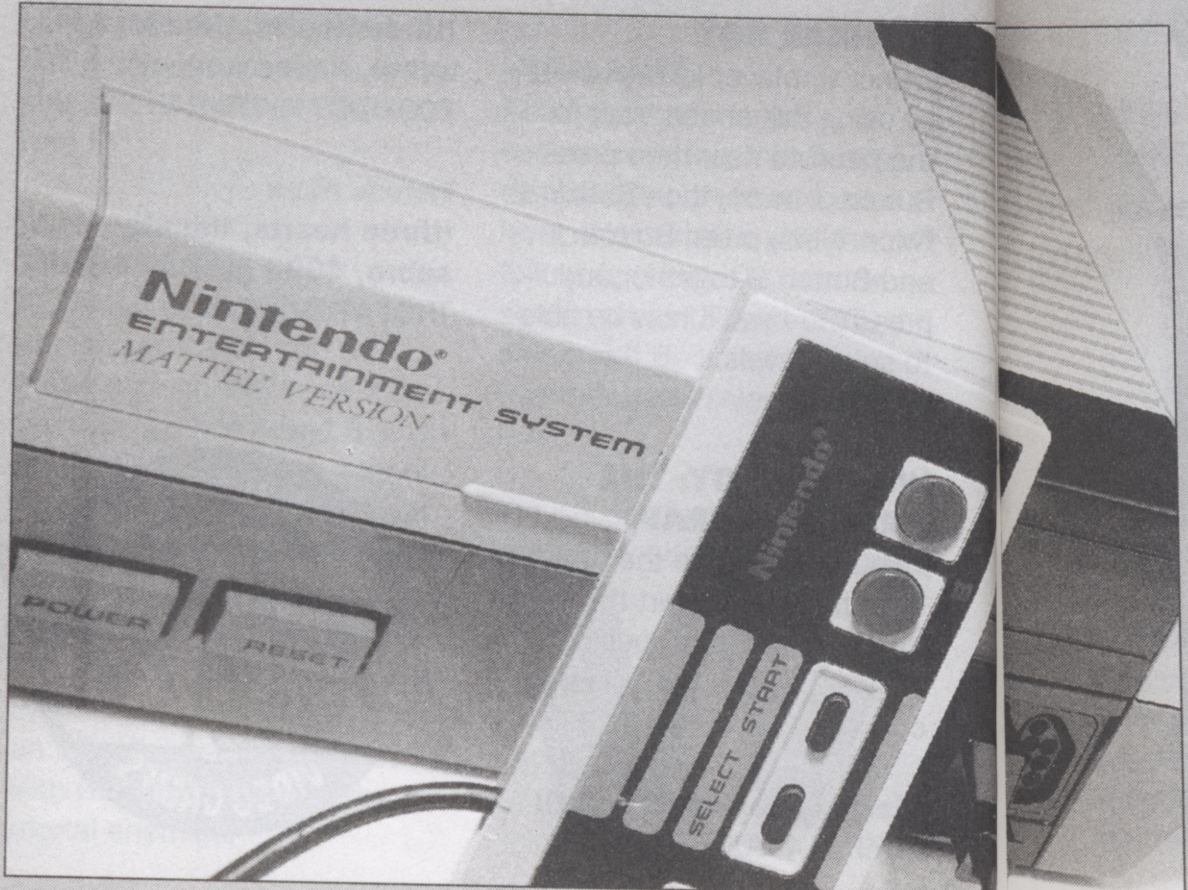
Piranha Man
(four hearts, dragon mail):
G1ML X7V ERA2 D2G

Lion man
(three hearts, thunder sabre, hades armour):
E00X DD7 AKDB R4D

Hawk Man
(three hearts, thunder sabre, 4096 gold):
THC7 YHZ CKGJ TVD

NES

all the tips YOU ever wanted to know – but were too afraid to ask about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SUPER MARIO BROS 3 92

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B

BAD DUDES

To get a huge 64 lives and become the baddest dude around wait till the title screen appears then press B, A, DOWN, UP, on controller two then press START on controller one.

BATTLETOADS

Extra lives galore are on offer for those terrifying terrapins. Hold down A, B and then press DOWN and START for five extra lives. To skip levels kill the first two baddies on level one, then go right to the ledge to find a warp to level three. On level three, after you've passed the green check point drive past nine blocks and just before the tenth you'll find another warp to level five. Wow!

C

CAPTAIN PLANET

Here's a list of level codes for this eco-friendly, bio-degradeable platformer:

Stage 1-2:
763754

Stage 2-1:
955783

Stage 2-2:
637511

Stage 3-1:
148574

Stage 3-2:
786565

Stage 4-1:
920272
Stage 4-2:
799224

Stage 5-1:
344551

Stage 5-2:
829443

End Game:
506210

D

DUCK TALES

This tip requires a little luck or a lot of foresight, so pay attention. To get to the bonus stage find Launchpad when the fifth digit of your score is a seven and you'll be transported to it. When you get a lift back with Launchpad, make sure the second digit of your score is a seven and you can drop onto the clouds. Wait until Giro appears and he'll throw loads of diamonds at you. Repeat for each level and you'll be rolling in it.

G

GAUNTLET

Send your Valkyre green with envy and your Warrior red with rage over this tip. There are warps on levels 1, 5, and 94 – but you're gonna have to shoot all the walls to find them. If you can't get past level 78 the code for level 79 is 42C BB1 HZZ.

GHOSTS & GOBLINS

Scary monster and super creeps giving you the willies? This tip's sure to warm you up. Select the number of players as normal, but before you press START, press RIGHT then B three times, DOWN then B three times. Now you can press START and you'll be able to start at whatever level you want.

GI JOE

This all-action blaster should be a lot simpler with the help of these mission codes.

Mission One:
PSON5XGZ4
Mission Two:
NSPN5DPZD
Mission Three:
N36HN5XGB
Mission Four:
5369N5XGG
Mission Five:
DRBJOVD8H
Mission Six:
ZND39N5XF

To restore Joe's lives, just press SELECT then START.

GREMLINS 2

Are the furry nuisances giving you trouble? Well, put all your troubles and the levels behind you by using this password: NXRD. It'll take you straight to the last level.

JACKIE CHAN

When the star of Hong Kong chop sockies turned up on the NES he'd turned into a tough game, so here's a cheat for infinite continues. When you die just press DOWN and the continues will increase. Hiy-ahh!

MEGAMAN 2

Try the following password for an end of level showdown: A1, B2, C1, D1, D3, E3, B4, C5, E5.

MEGAMAN 3

Type the following password for a mega amazing way to get to the last level with all you weapons and bonuses intact: A1, A3, B2, B5, D3, F4. For a little more challenge play the levels as normal, but when you get to the bosses freeze them by pressing and holding UP and A on controller 2.

MIKE TYSON'S PUNCH OUT

Fight your way to 'Another World Circuit' by entering the code 135 792 4680, then hold down SELECT and press buttons A and B simultaneously.

POWER BLADE

Skip straight to the last level by entering: 77KD10GJ.

ROBOCOP 3

This excellent shoot-'em-up is

one tough game, so here's an energy saving idea. When you've suffered almost total energy drain simply press START, SELECT, SELECT, SELECT for a top-up which works every time. If you want to make it even easier you can get infinite continues by waiting till they've all been used up then pressing A, B, SELECT and START.

SILVER SURFER

Soar through the skies once more with these special codes. Special powers will be imparted if you enter the following.

Invincibility
KJTTJK

Full weapons
CKWJT4

Free play
SJM333

THE SIMPSONS

Don't have a cow over Bart's adventures. On level three, walk into the first building and go to the first platform. Walk under the air pipes and wait for a couple of seconds then, surprise, surprise, 15 coins will come shooting out at you.

STAR WARS

For those of you having a hard time defeating the Empire, here's a mini-guide.

First, to get eight shields enter one cave eight times and you'll receive your just reward.

Next, it is imperative that you collect R2-D2 before looking for Obi Wan Kenobi or he won't appear on the main ship.

To deactivate the tractor beam select Han Solo and jump on the first ladder on the right. Go up quickly and fire at the hole six times – this is pretty difficult to get right, so you may have to repeat it two or three times.

When all the characters are gathered together in the main ship you can use Princess Leia or Han Solo's life down to a minimum of one unit, then select Obi Wan to restore all their lost energy. If you die, Obi Wan can resurrect both characters and energy three times only.

SUPER BUBBLE BOBBLE

If those pecky dinosaurs are proving too puzzling for you here's the level codes:

Level 10:
BCEFI

Level 20:
AFFEB

Level 30:
AGJAJ

Level 40:
IGJAI

Level 50:
FIIDG

Level 60:
FCEAG

Level 70:
JECAI

Level 80:
CCEFI

Level 90:
CBIEB

Level A0:
GJGBG

Level B0:
GACFG

Level C9:
DDFCI

SUPER MARIO BROS

There are an incredible amount of levels on this ace game. There's even a secret minus level – -1.

To access this level pay close attention to the following. At the end of level 1-2 stand on the exit pipe and jump up to smash the two bricks on the left of the far right one. Stand on the very edge, facing left and jump back into the single brick so that Mario's back hits it. (Try pressing button B to help you along here.) You then repeat this until you get through all the bricks and you're into the warp zone. Go down the nearest tube and Mario will be in the underwater level.

To continue after you have died hold down button A on the option screen, then press START.

A further cheat to get extra lives can be found on level 7-1. Just jump on the mole wearing the crash helmet to get extra lives! You can also do the same thing on level 3-1 with the Koopa Troopa on the staircase. Be careful with both of these though, as too many jumps will end the game.

SUPER MARIO BROS 3

With these superb tips you'll be whistling through the warps in no time.

Warp Whistle One

Go to the end of World 1-3 and find the large white block. Stand on the block and keep DOWN held. After a few seconds Mario will fall through the scenery. Run to the right and you'll enter a secret Toad house, where you'll find the warp whistle.

Warp Whistle Two

In Boom Boom's castle in World 1, proceed until you reach the door to Boom Boom's chamber. Collect the leaf and jump on the skeletal Koopa. Now, accelerate to fly along the platform. Fly straight up on the right-hand side and hold RIGHT until you begin to move right with the screen. Continue right until you can go no further and the press UP and enter a secret room with the warp whistle in it.

Warp Whistle Three

In World 2, once you've received the hammer fom one of the wandering Hammer Bros, you can use it to break the boulder in the upper right corner of the world. With the boulder gone you can take the passage to a hidden area where the arp whistle is kept.

If Mario is getting creamed by the Koopas on level seven give him extra lives by finding the fortress. Once there find the switch block and activate it, then collect as many gold coins as possible. Go through the door and activate the switch block again for loads more coins and loads more lives. You can repeat this one as often as you like.

T

TETRIS

Here's a smashing way to bump up your scores:

Game A:

As the block hits the ground press SELECT and you'll gain a massive 10,000 points.

Game B:

Choose whatever level and height you want and then press SELECT again in order to see the success message which indicates that you have just completed the game.

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PC – *PC*
MS – *Master System*
NES – *Nintendo*

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